

Everything Today is Post-Pop

Digital Art – the Old Fashioned Way

Making digital art with software and filters
(instead of A.I.)

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When I was at art school, University of Plymouth, in the 1990s some of the most annoying tutors were trying to label my work as “Pop Art”. I hated that.

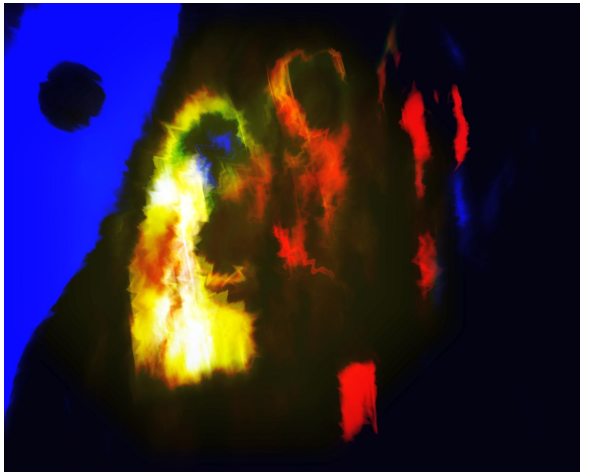
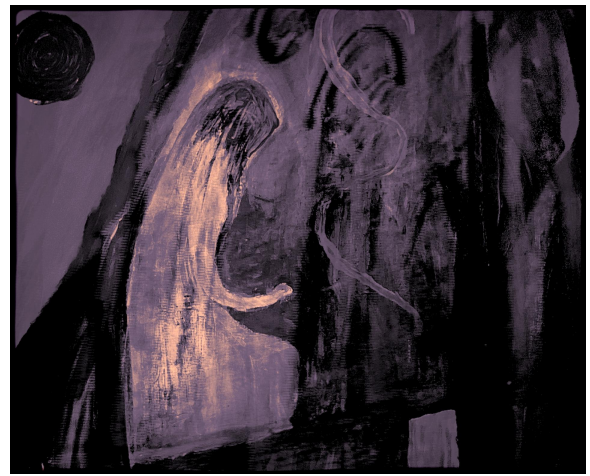
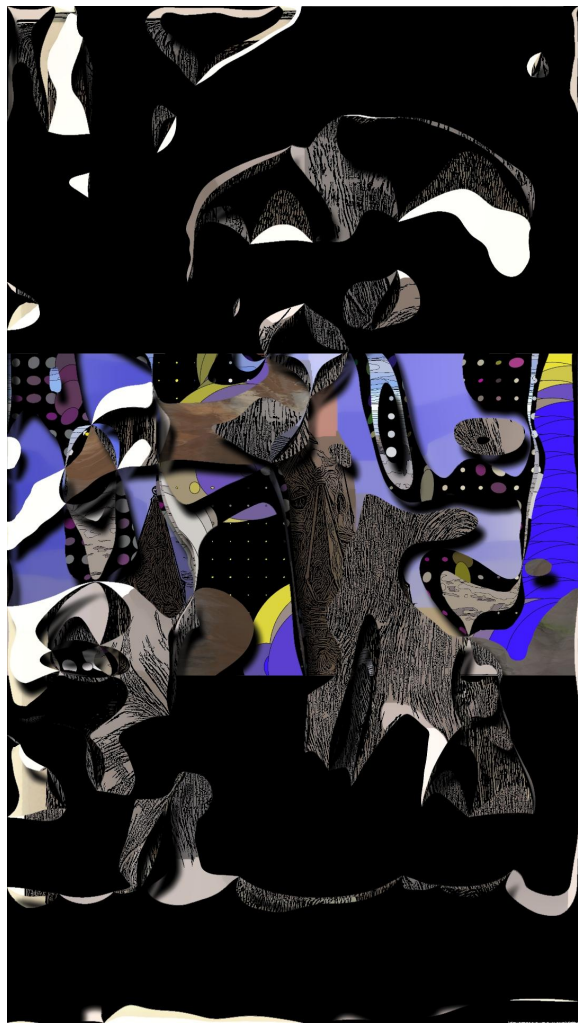
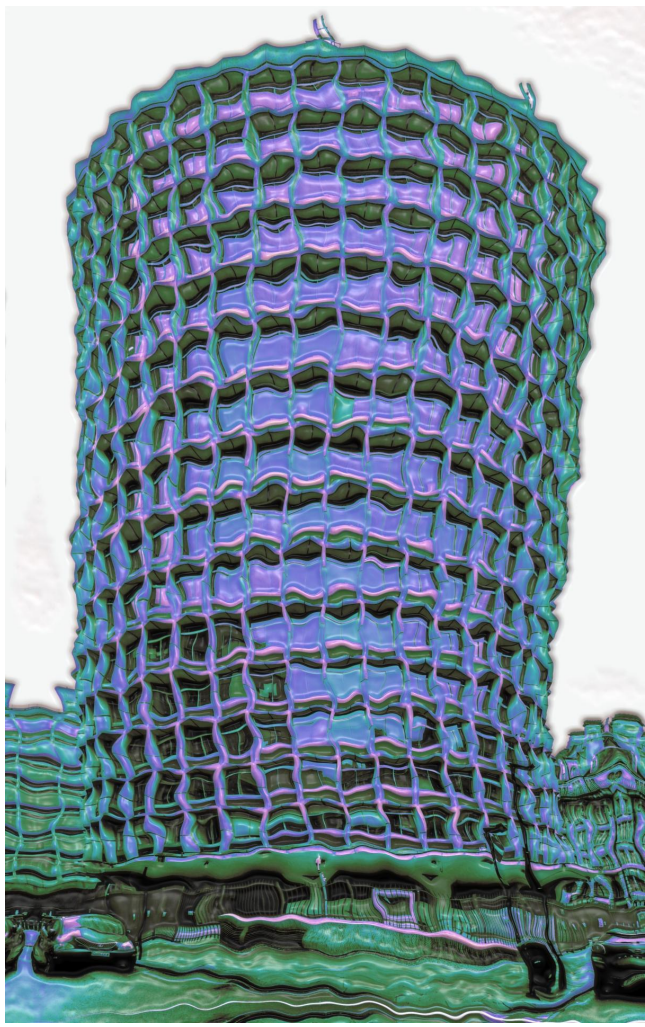
I hated that firstly because no-one should be told that they belong to some art movement from the past. Why should we have to live in the past?

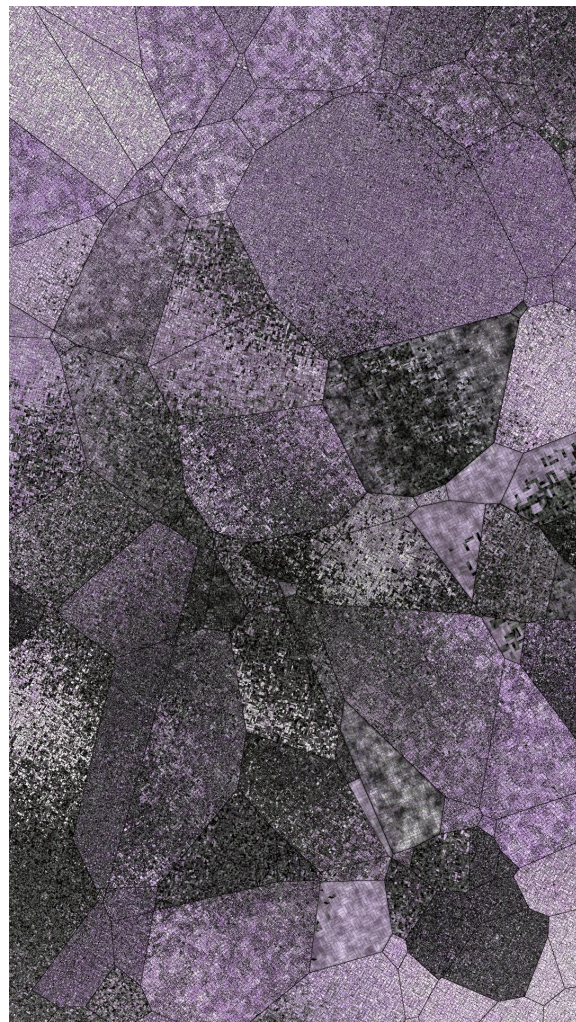
I hated the categorisation secondly because the work I was doing then bore no resemblance whatsoever to “Pop Art” and because I had no particular interest in so-called “Pop”. I despised the cultural appropriation. The copying of a low paid comic book illustrator’s work and blowing it up onto a fine art canvas to be sold in posh galleries without paying a single penny in royalties to the original artist.

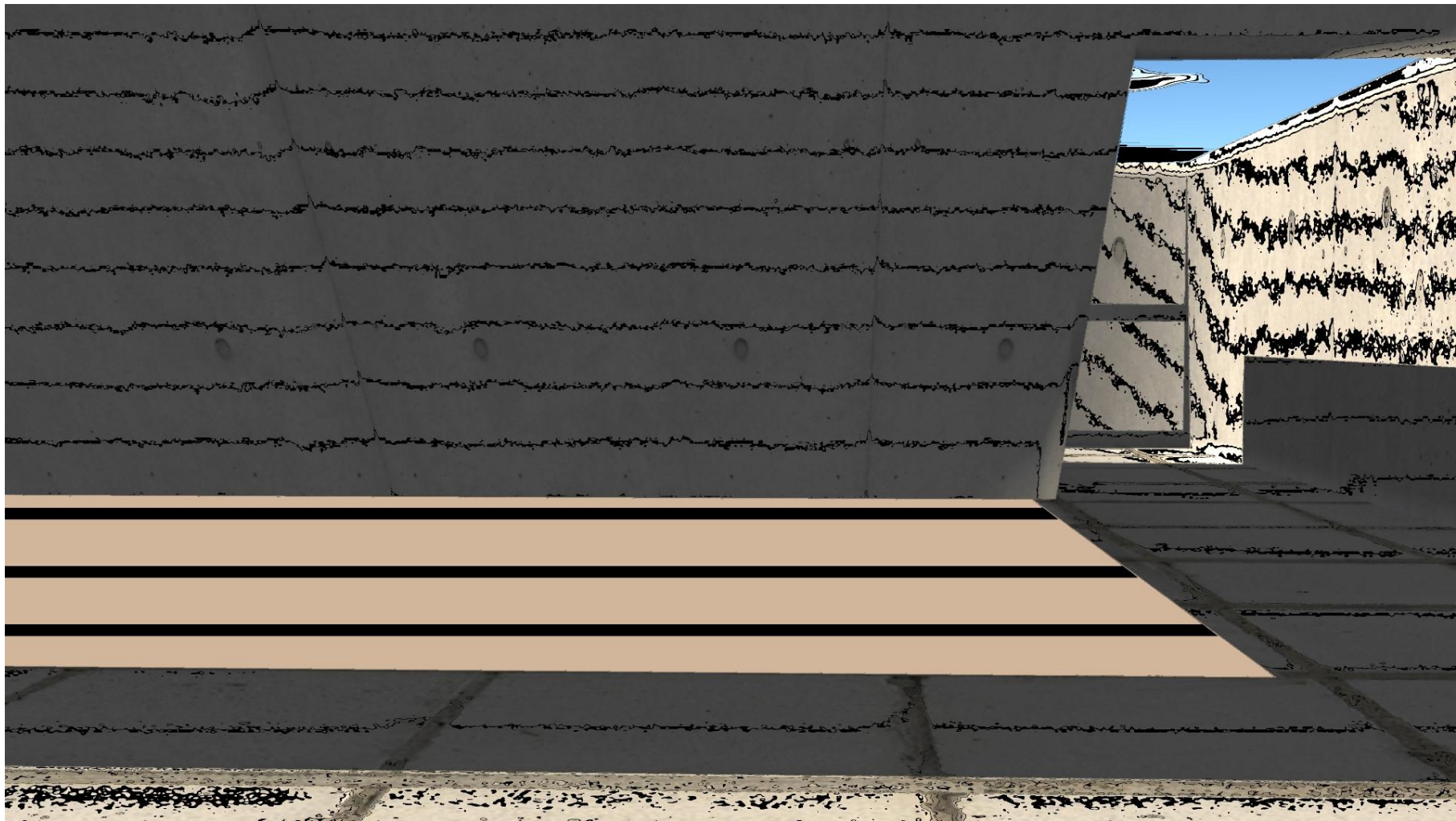
Years later though I thought it over and I decided that I really should explore the Pop styles of the 1960s art because that was a great turning point in art history.

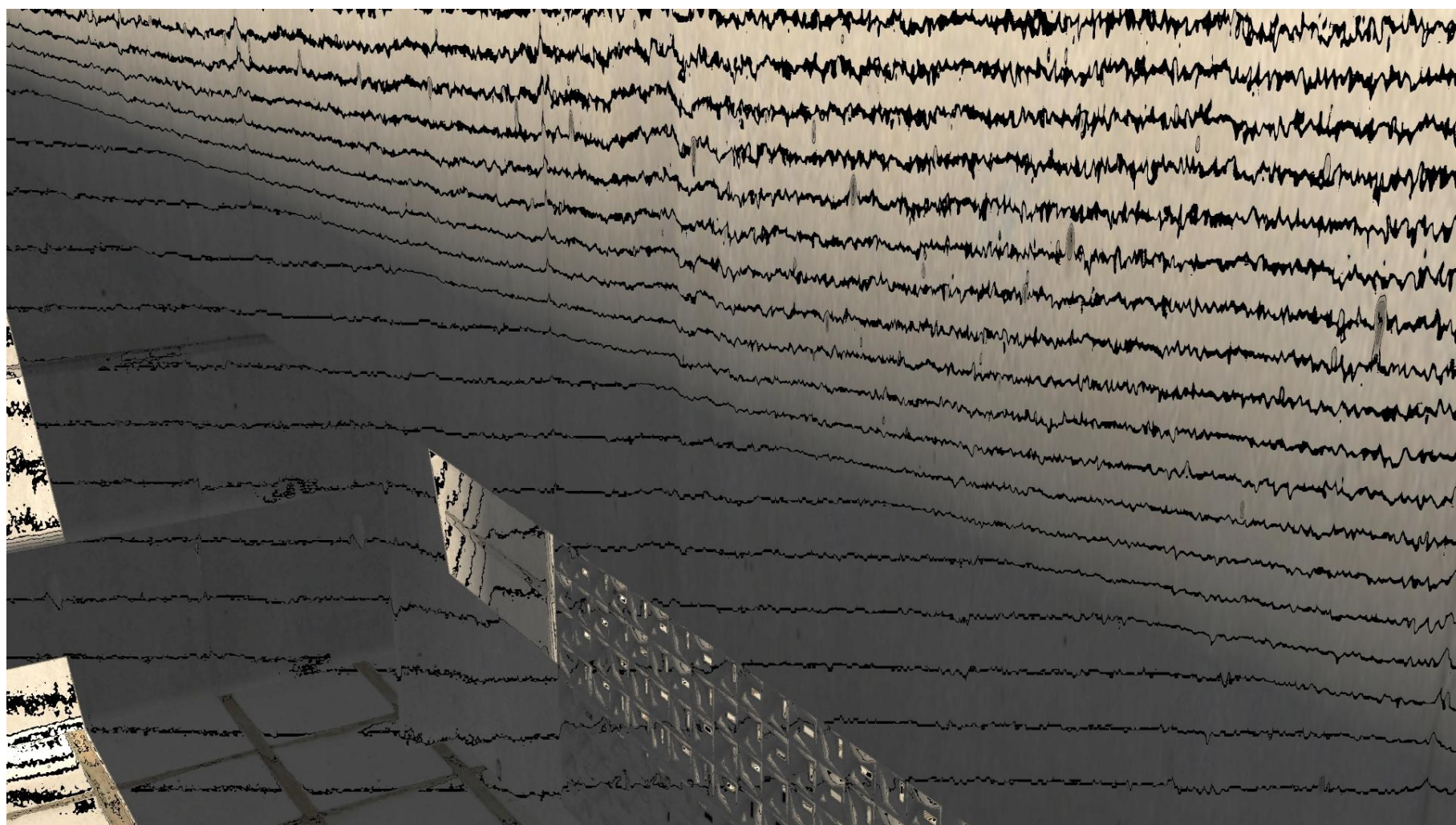
The elite tower of Fine Art had deign to come down to the market place and look at tins of soup. Meanwhile Pop *music* was exploring connections to Surrealism, Dada, Opera and Theatre. It was a time of great cultural collision.

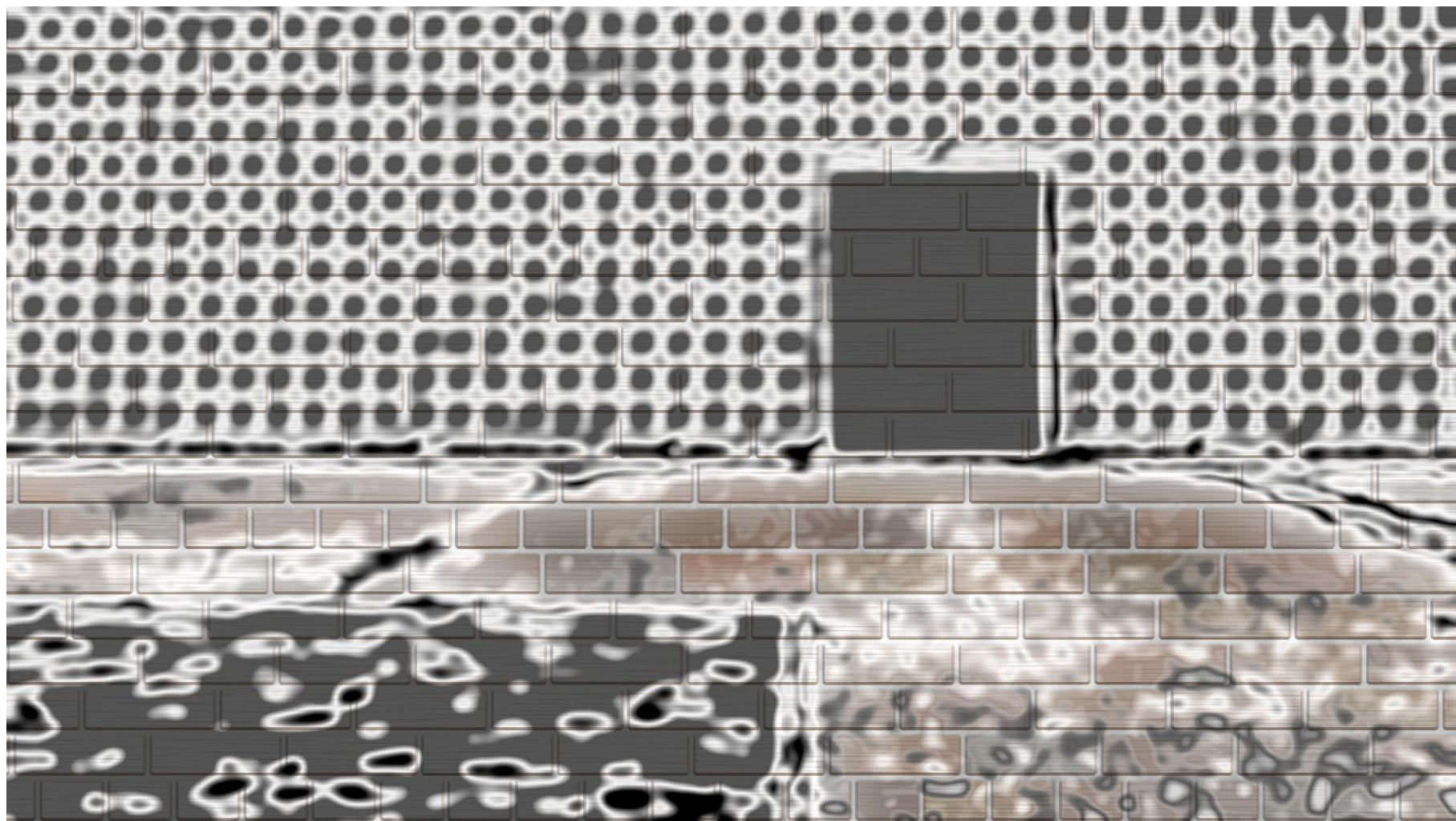
This PDF is some my exploration of the old fashioned digital art (I mean the computer art which doesn’t use an A.I.) which I’ve produced using programmes like Poser, Daz Studio, Bryce, Carrara and Filter Forge etc.

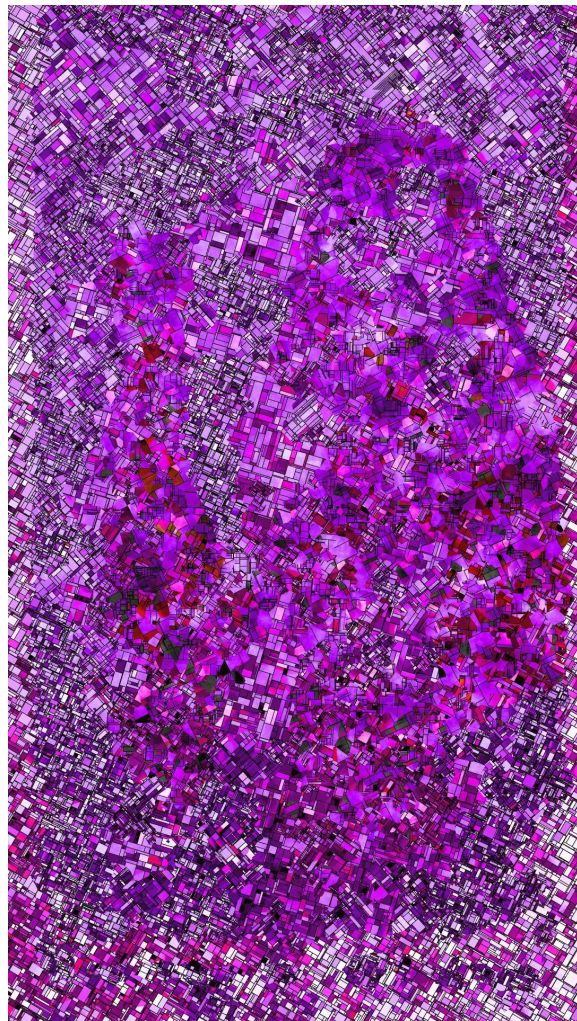


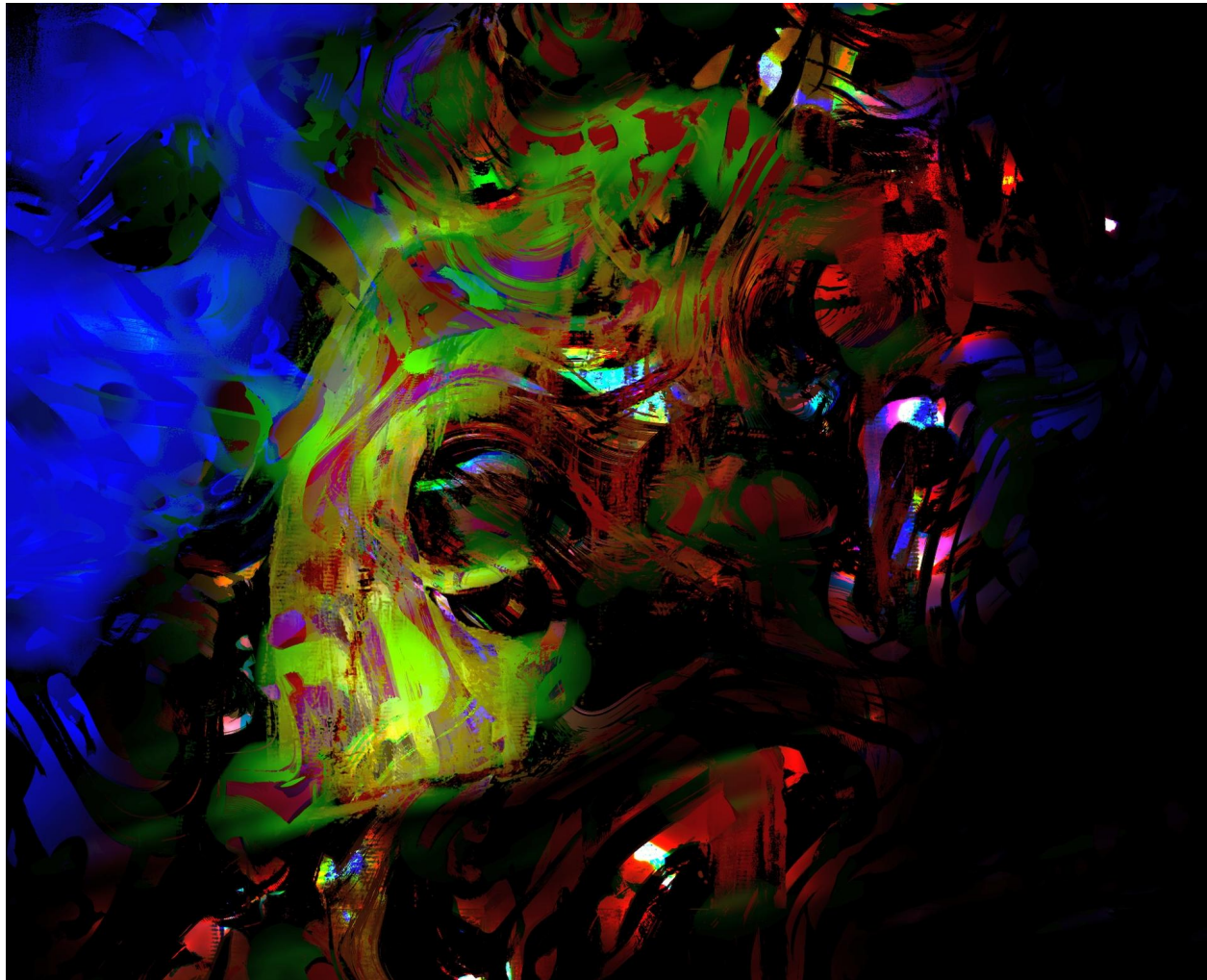


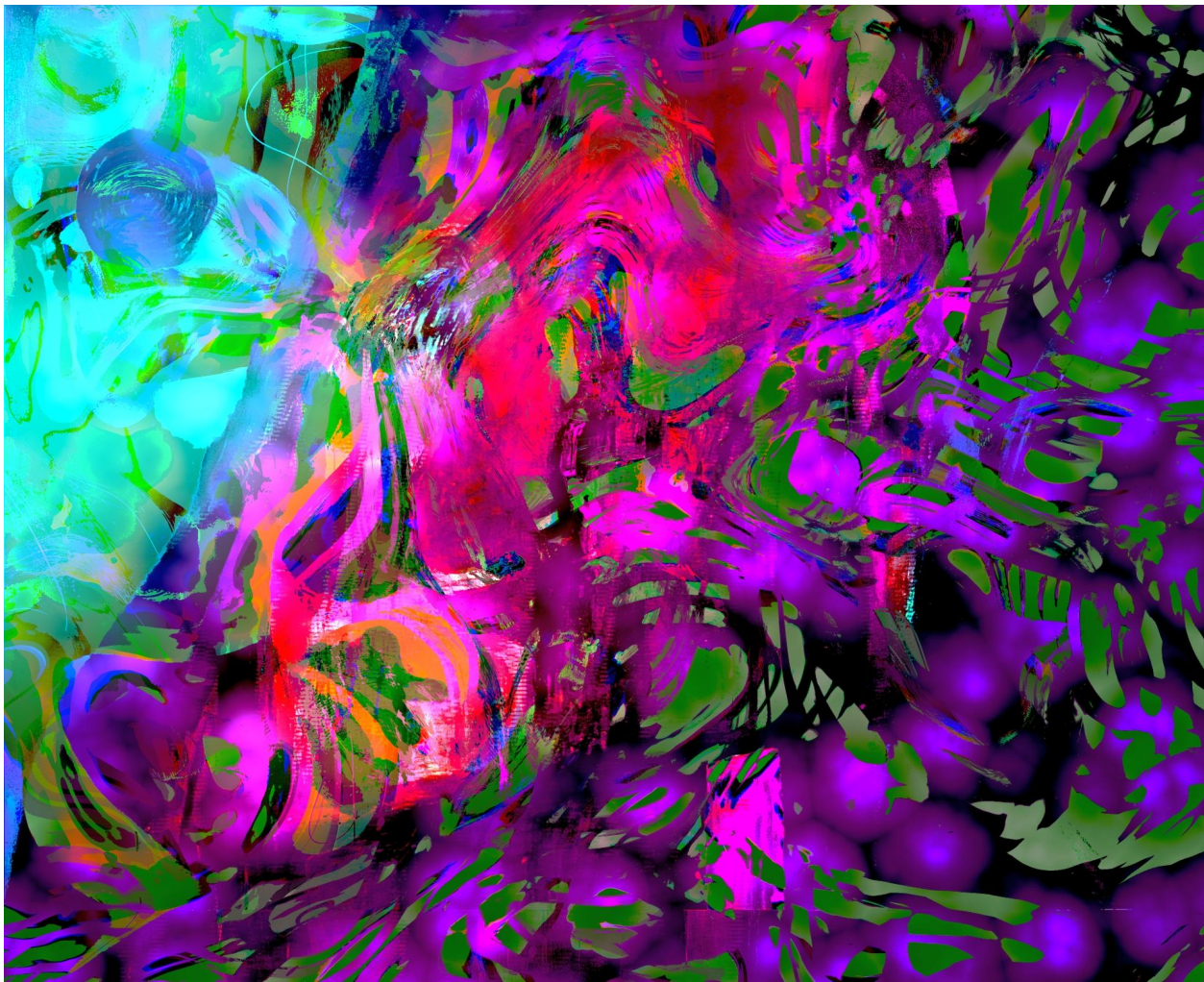


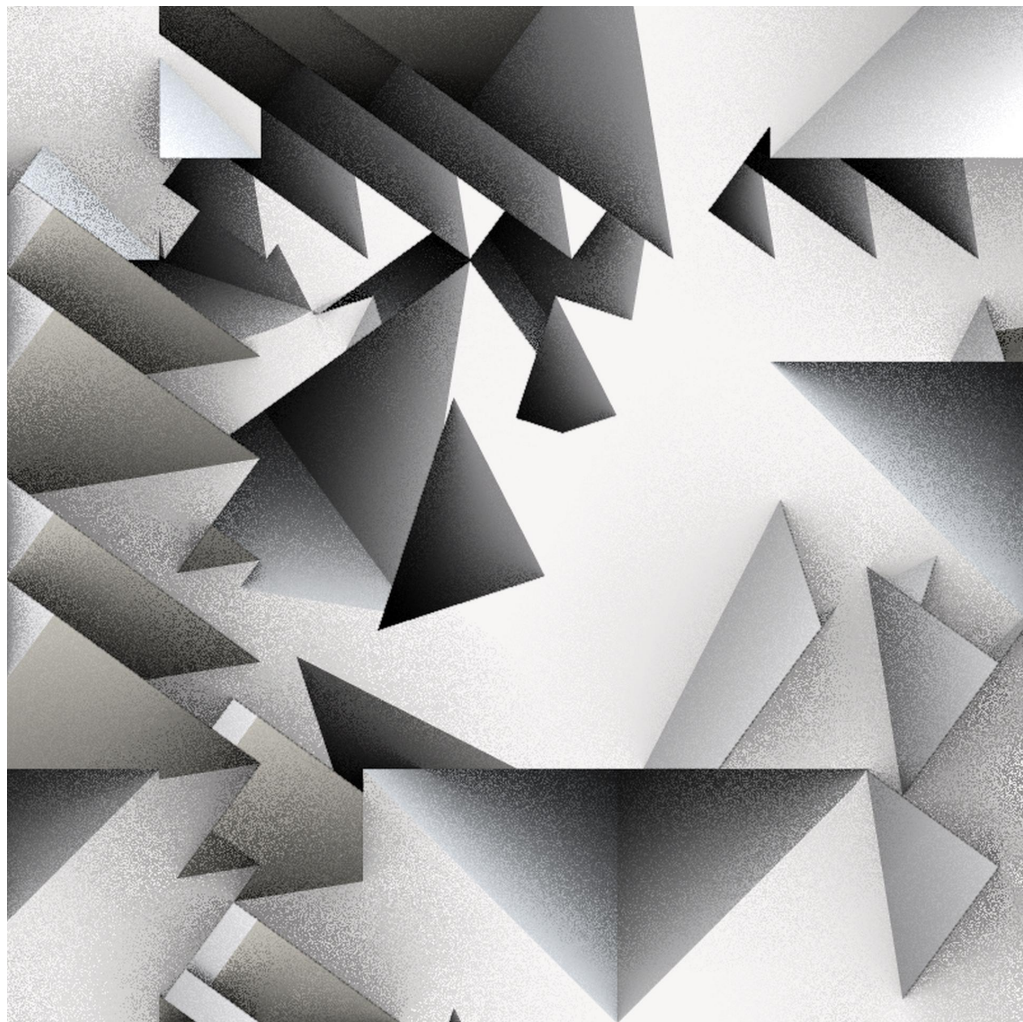


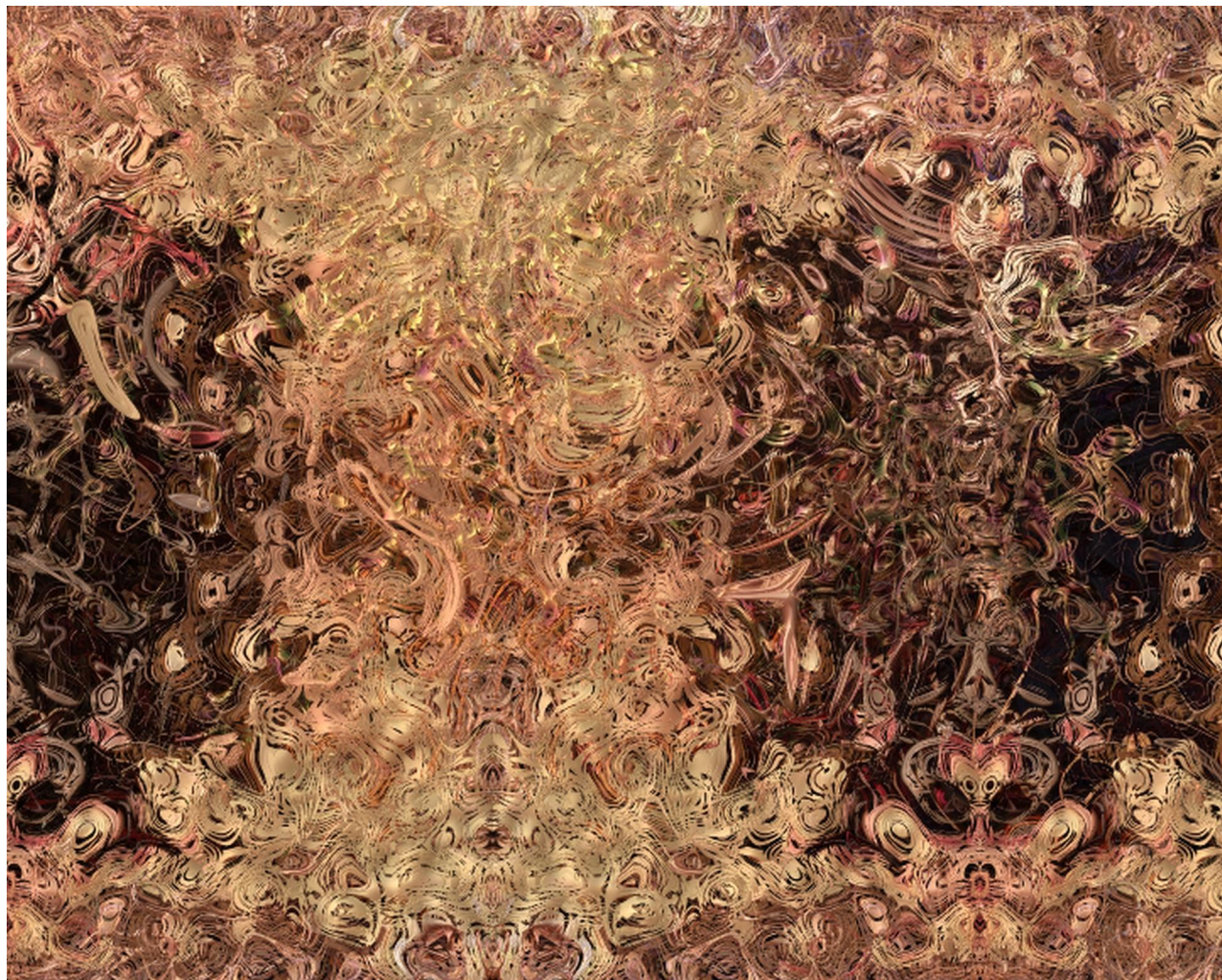


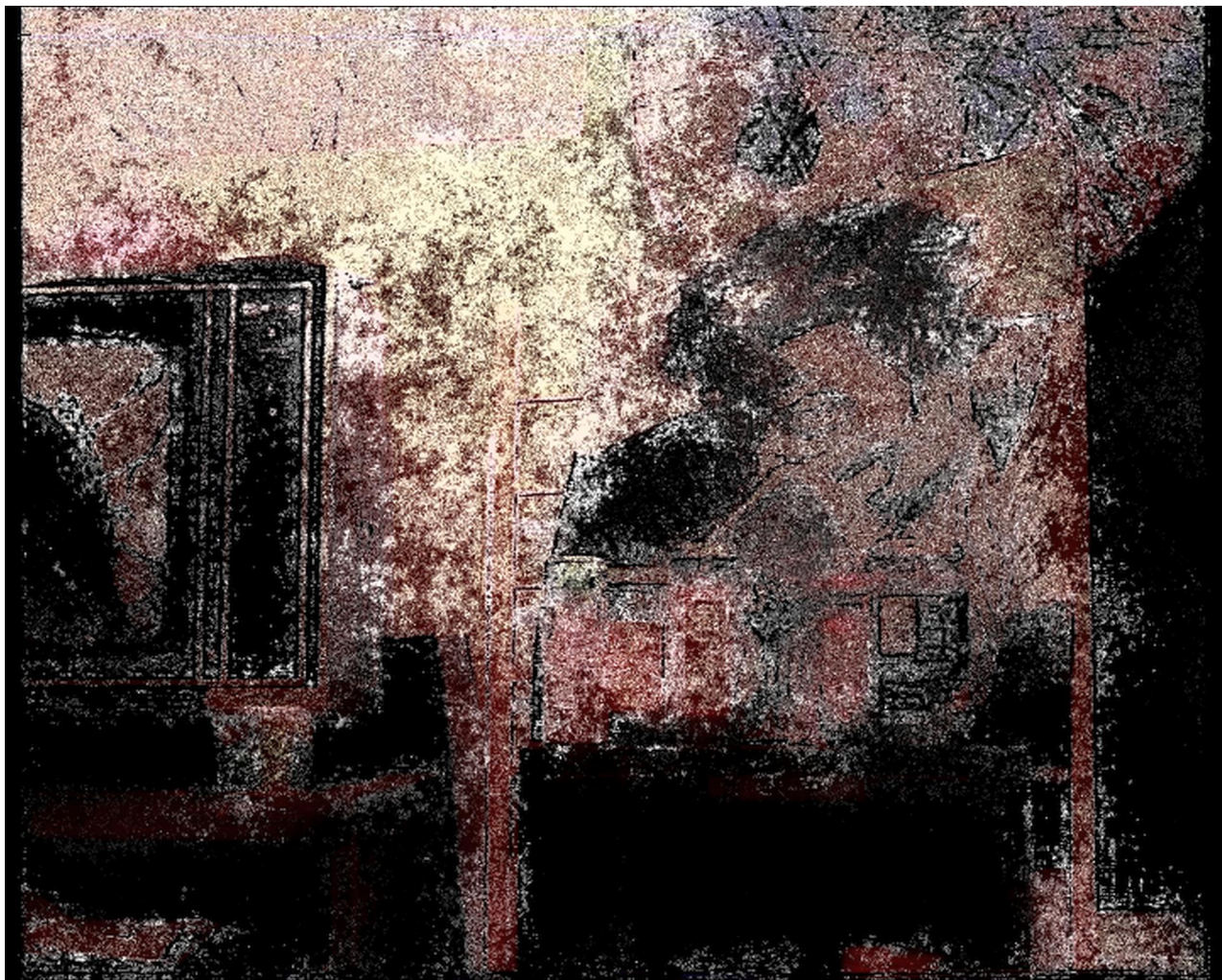






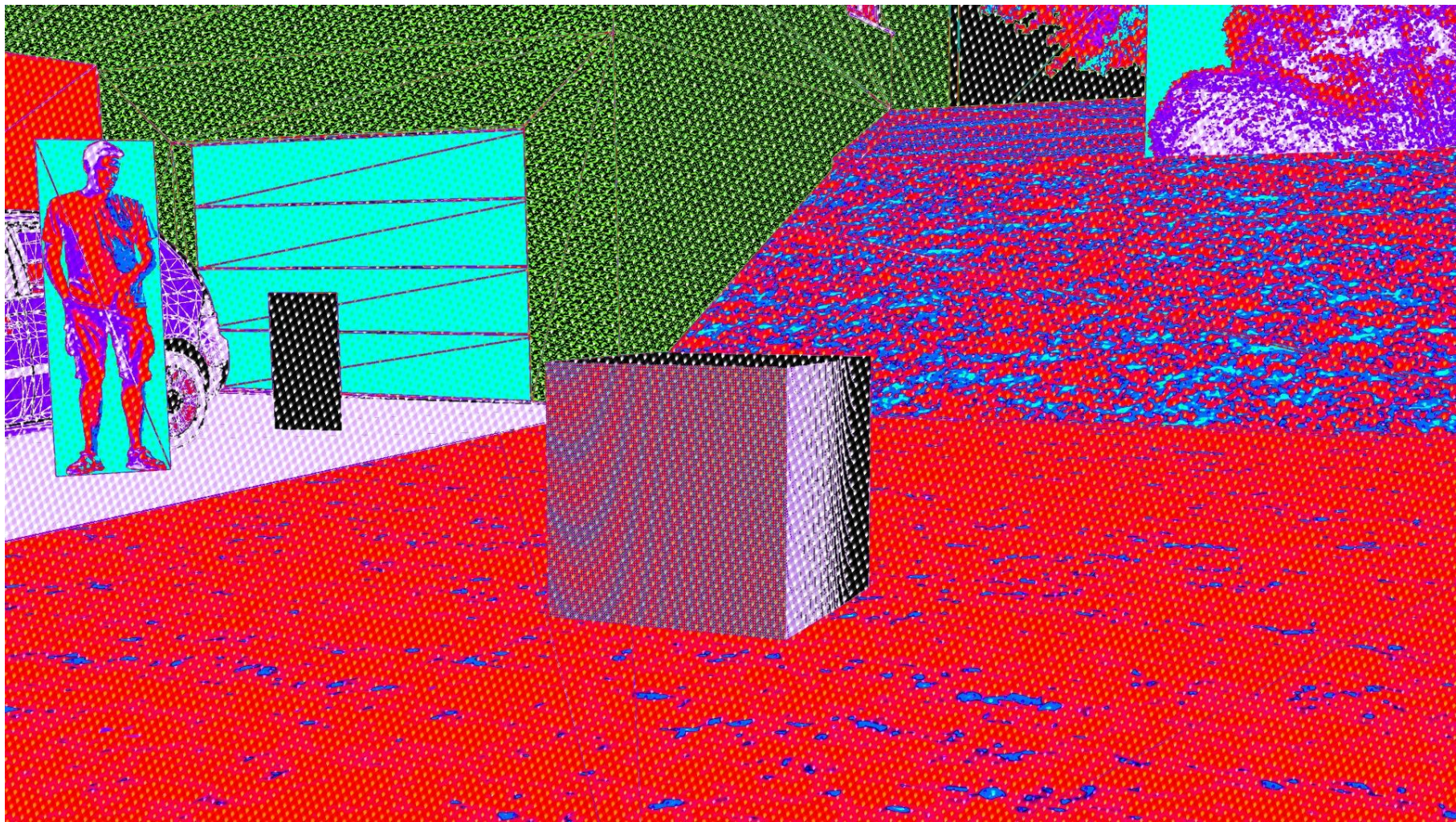


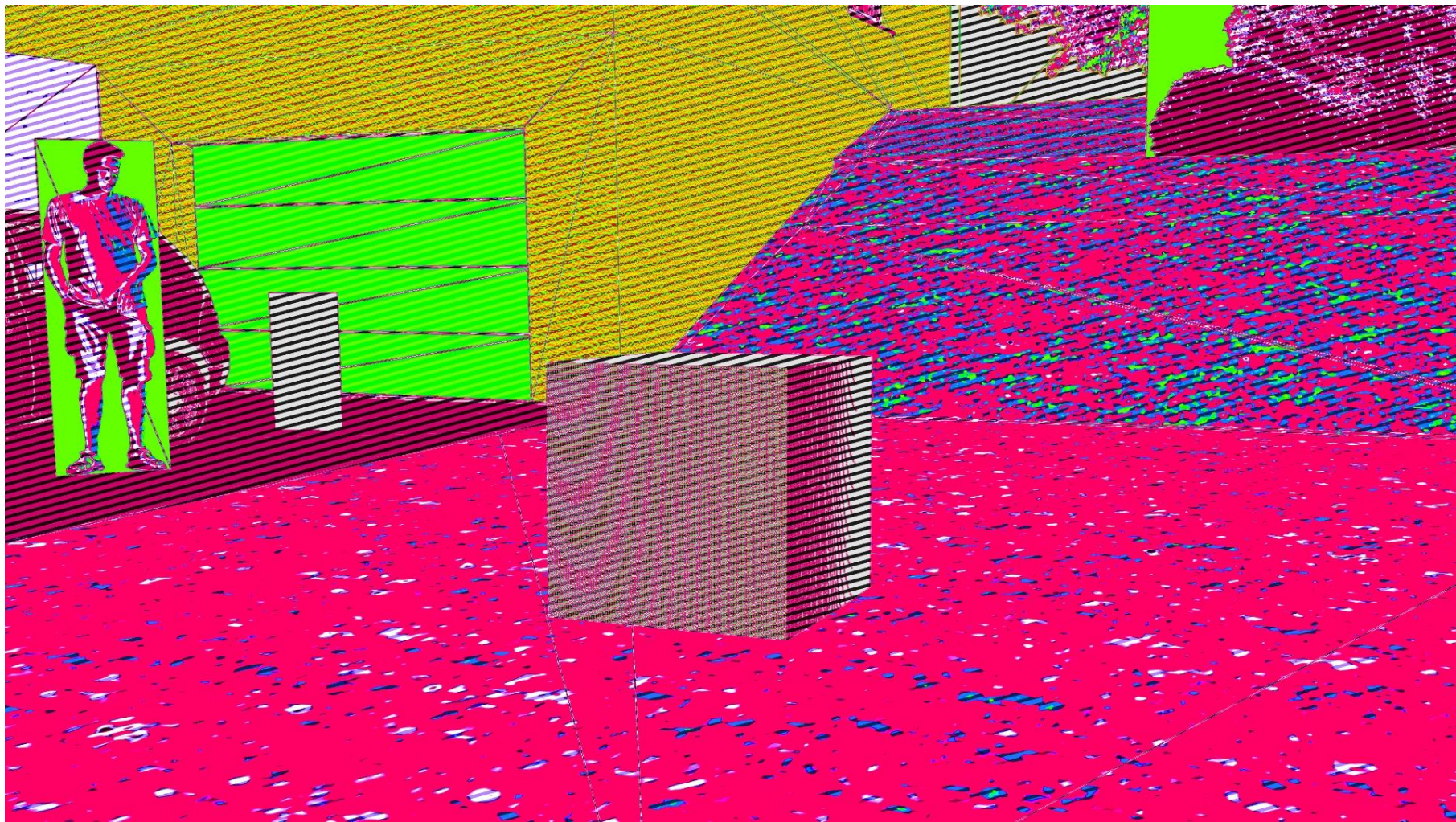


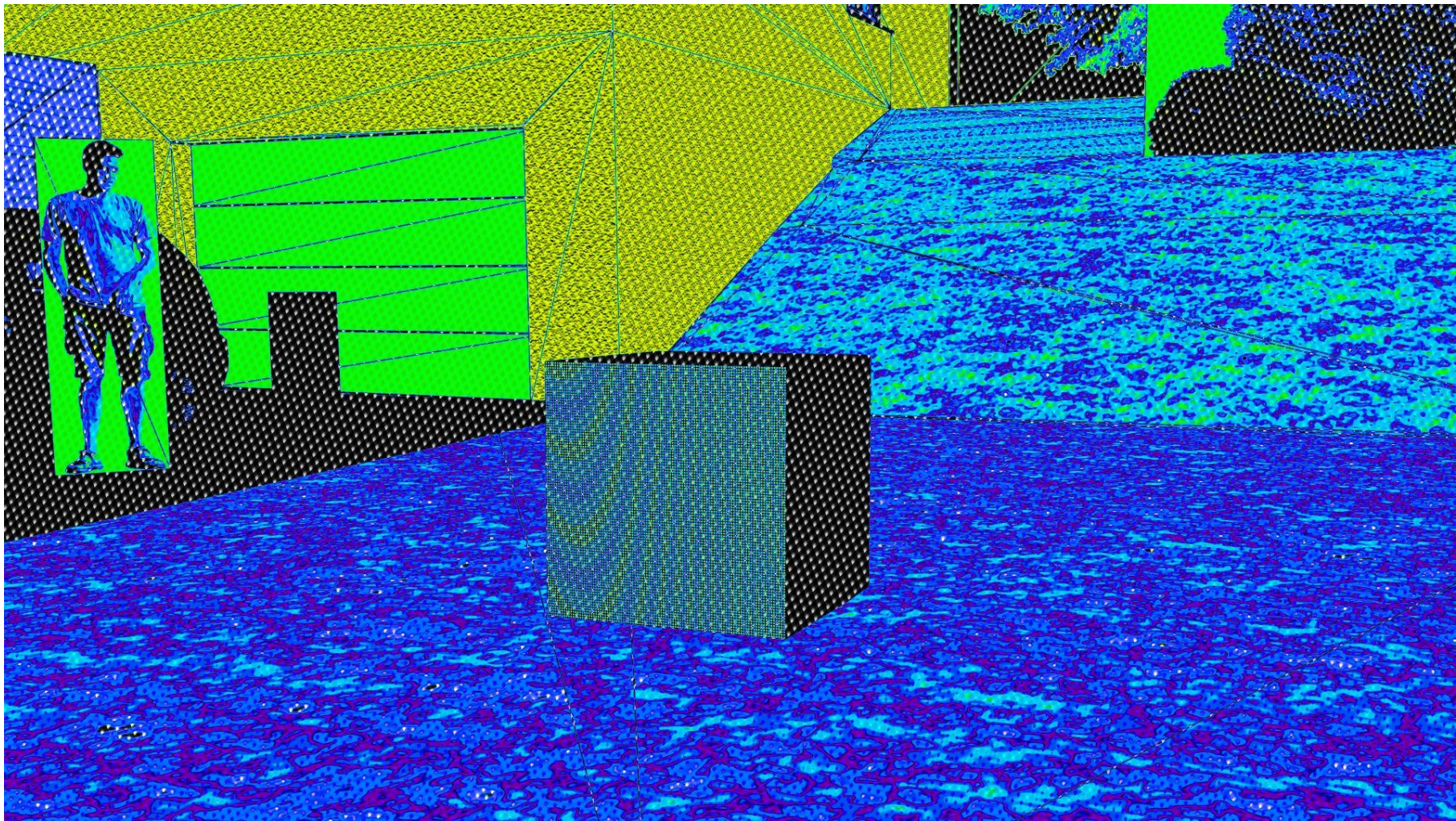


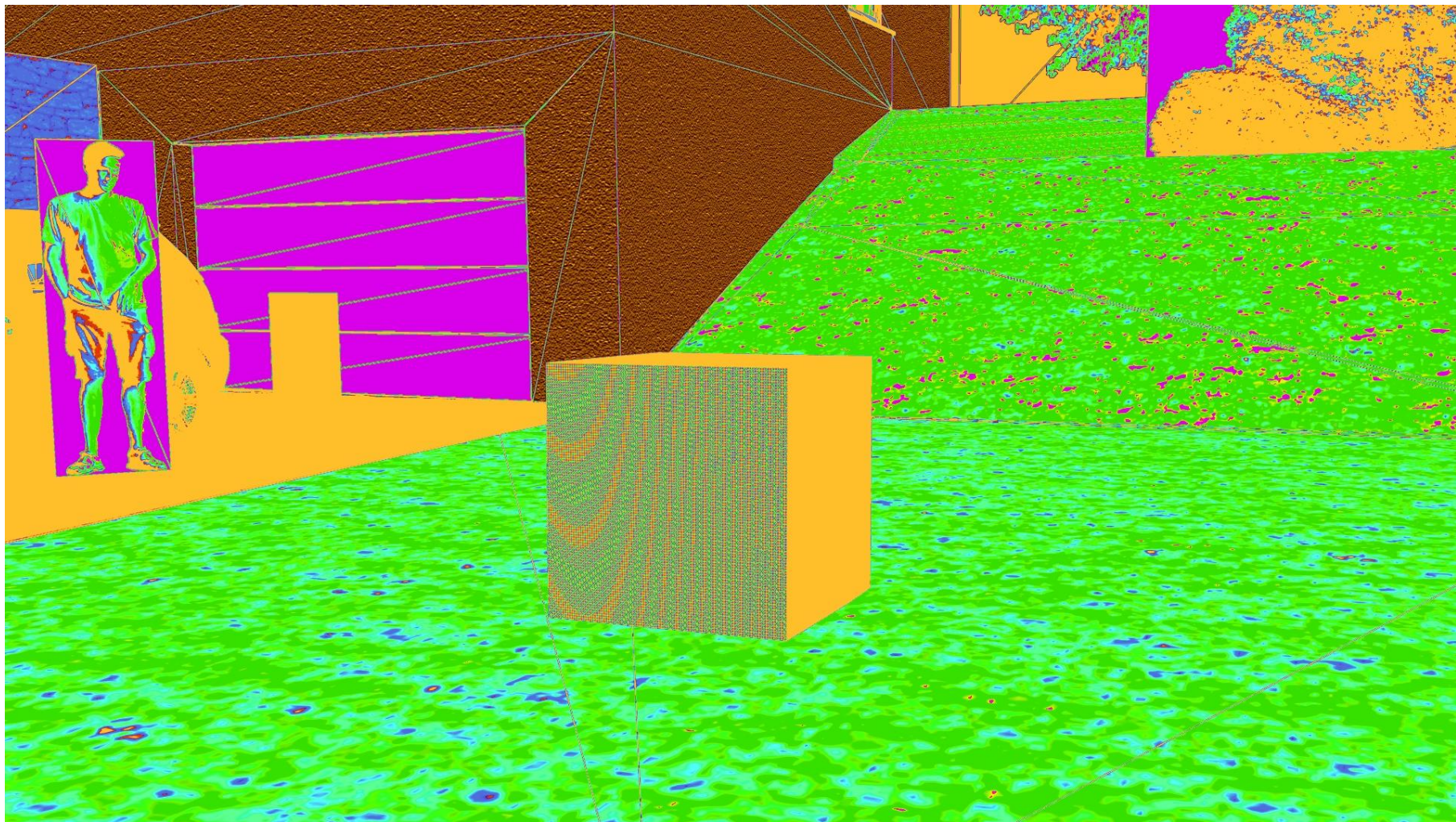






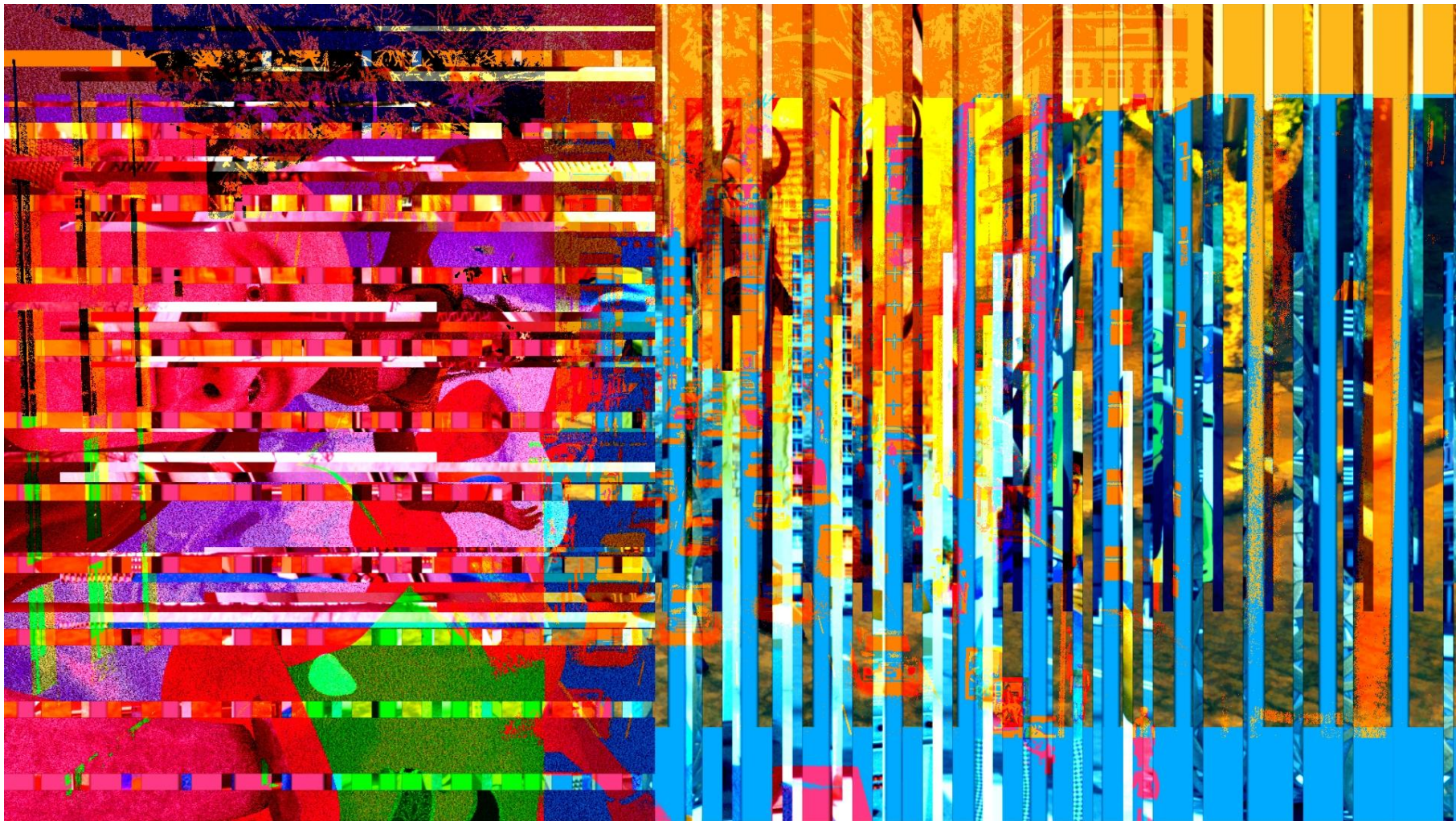


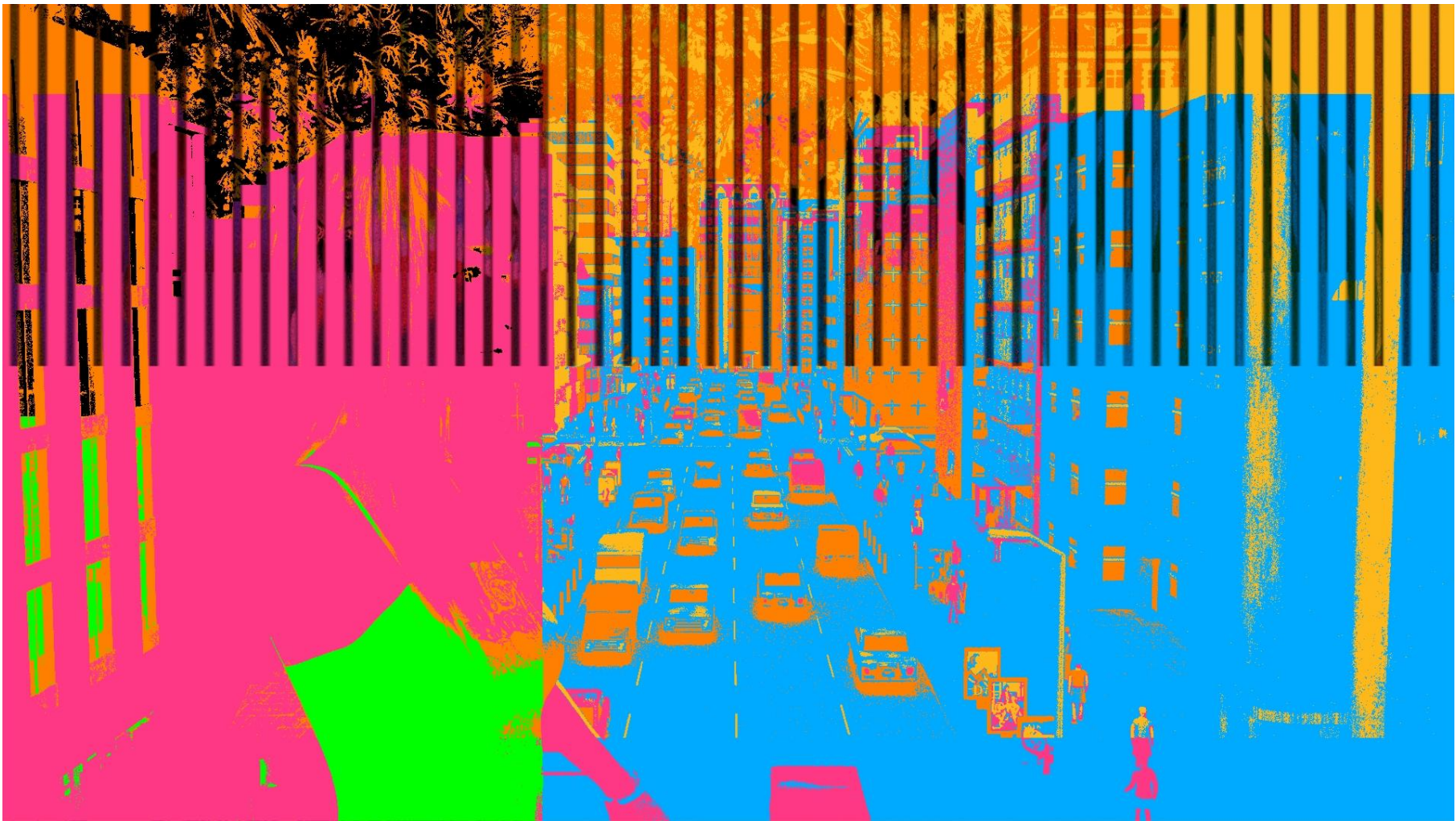










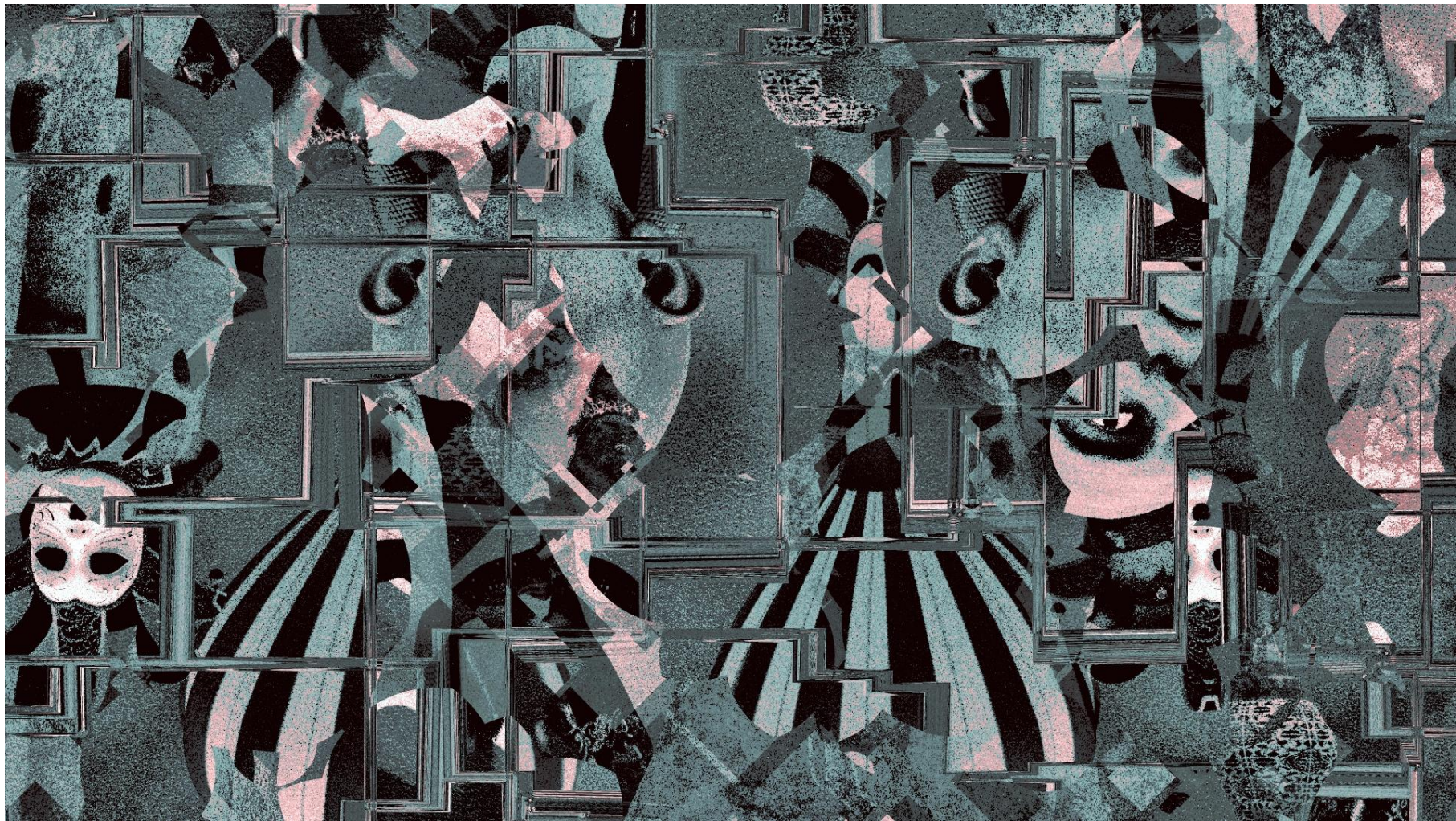


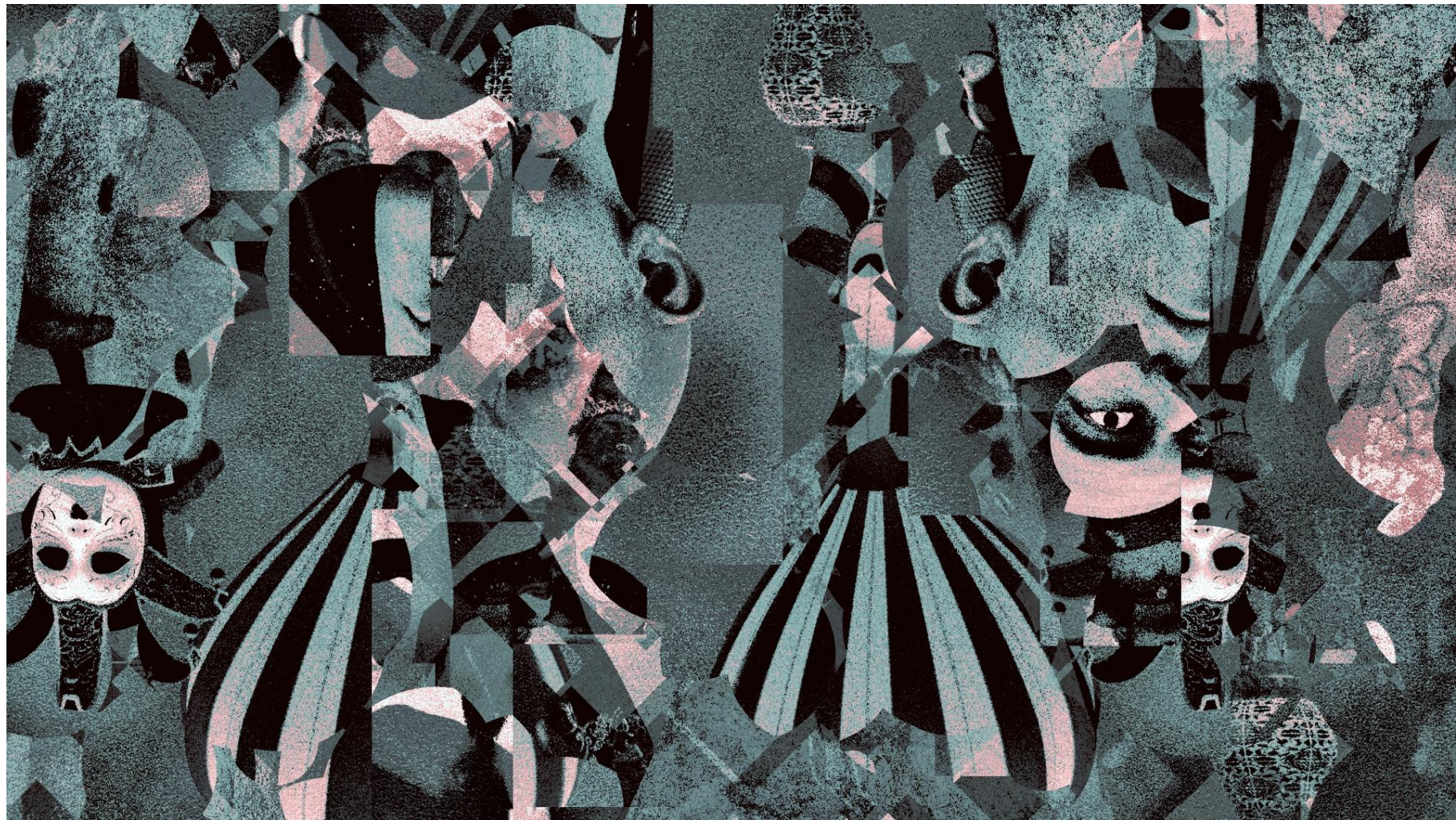
























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